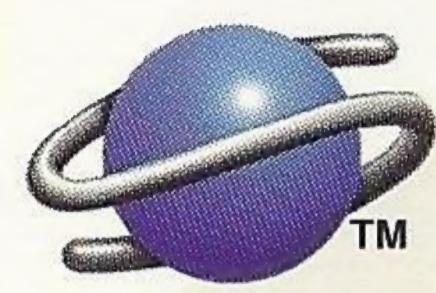


SEGA™



TM  
SEGA  
SATURN

MIDWAY®  
PRESENTS

# ARCADE'S GREATEST HITS™

ROBOTRON:

DEFENDER

JOUST

DEFENDER II

SHIN-STAR

BOBBLES



MIDWAY

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

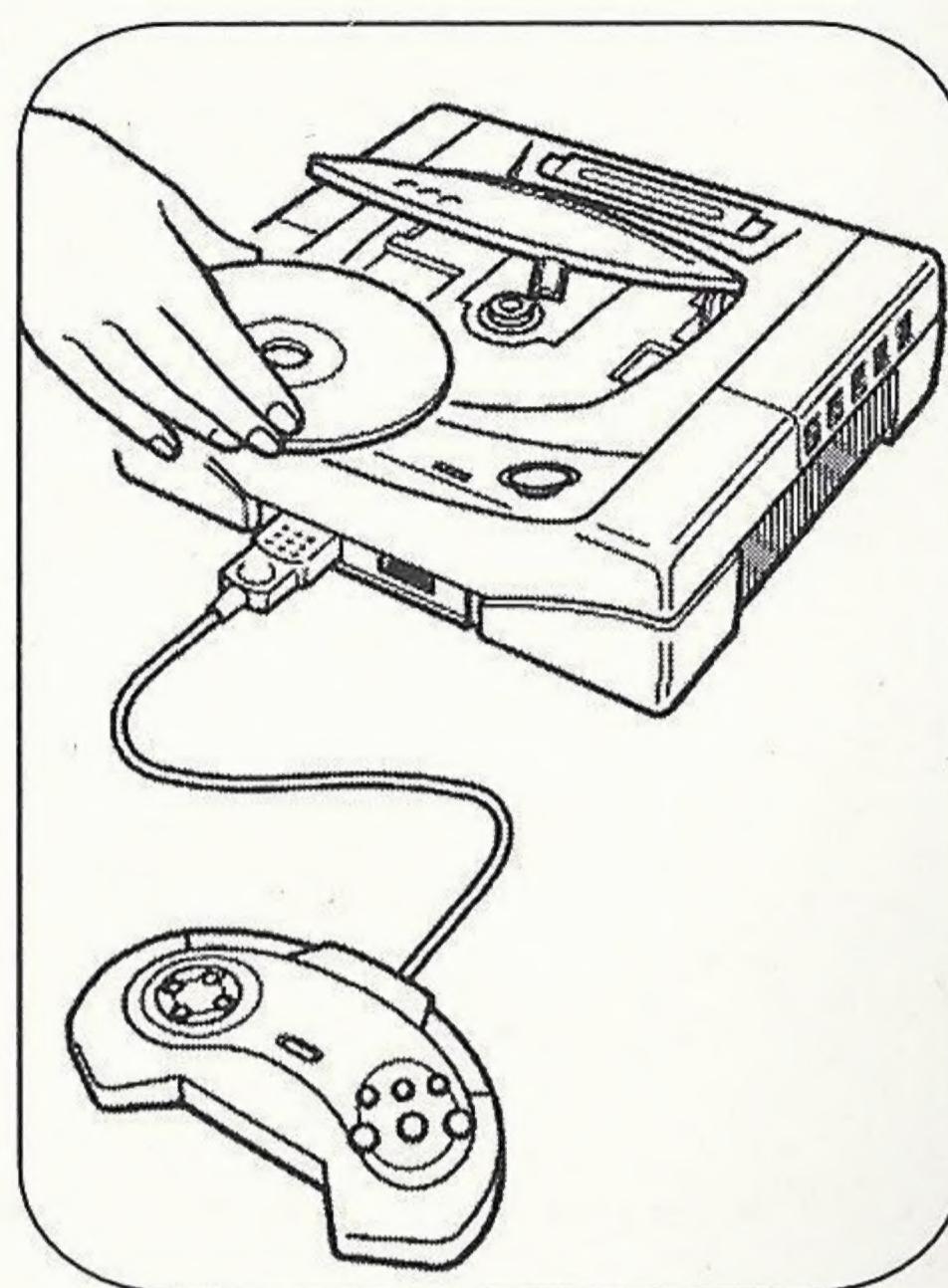
KIDS TO ADULTS



T-9703H

## HANDLING YOUR COMPACT DISC

- The Sega Saturn™ disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn™ compact disc.
- Keep your Sega Saturn™ compact disc clean. Always hold it by the edges and keep it in its case when not in use. Clean with a lint-free, dry soft cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



## WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM

- A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights.
- Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS

- Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



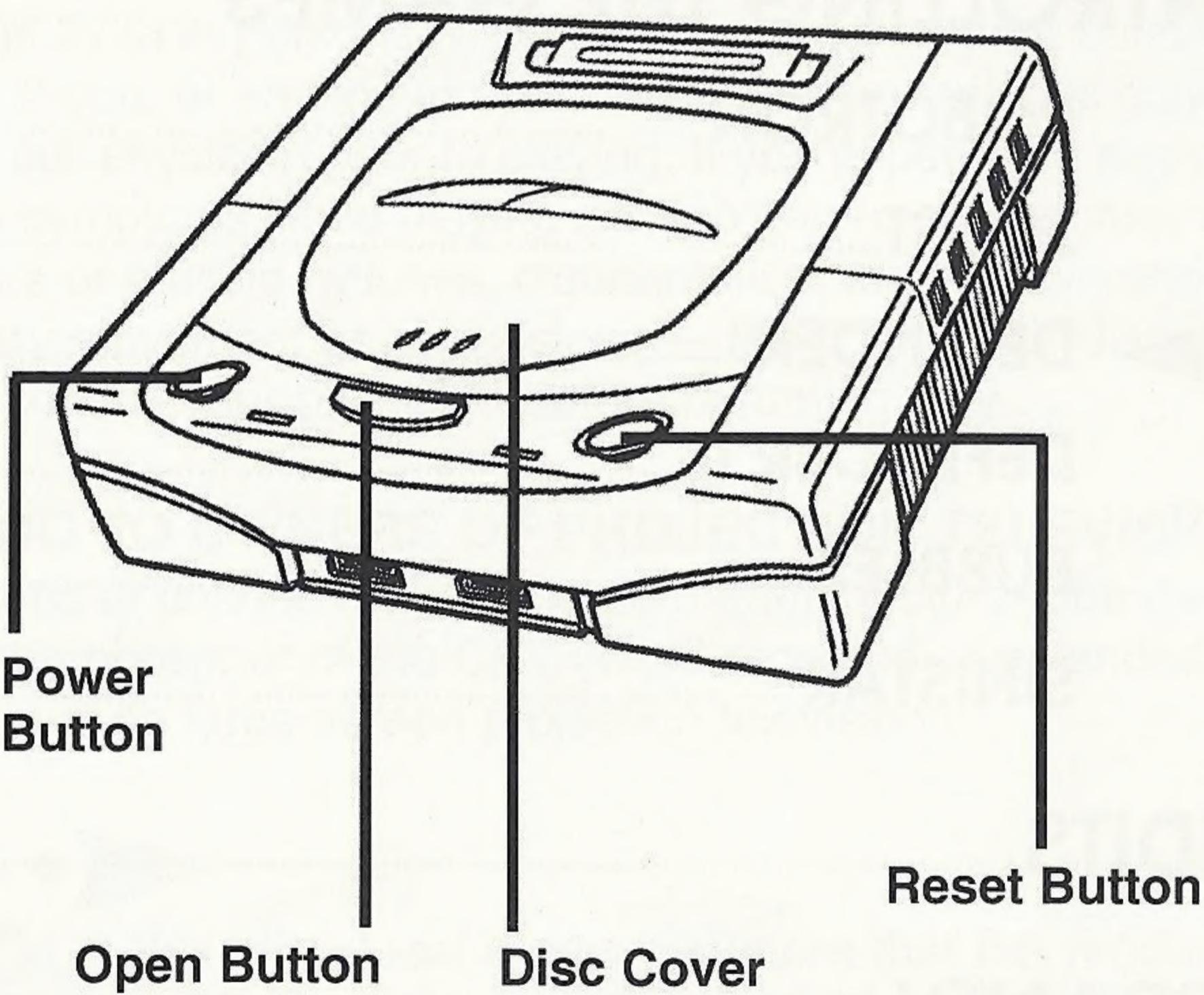
This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

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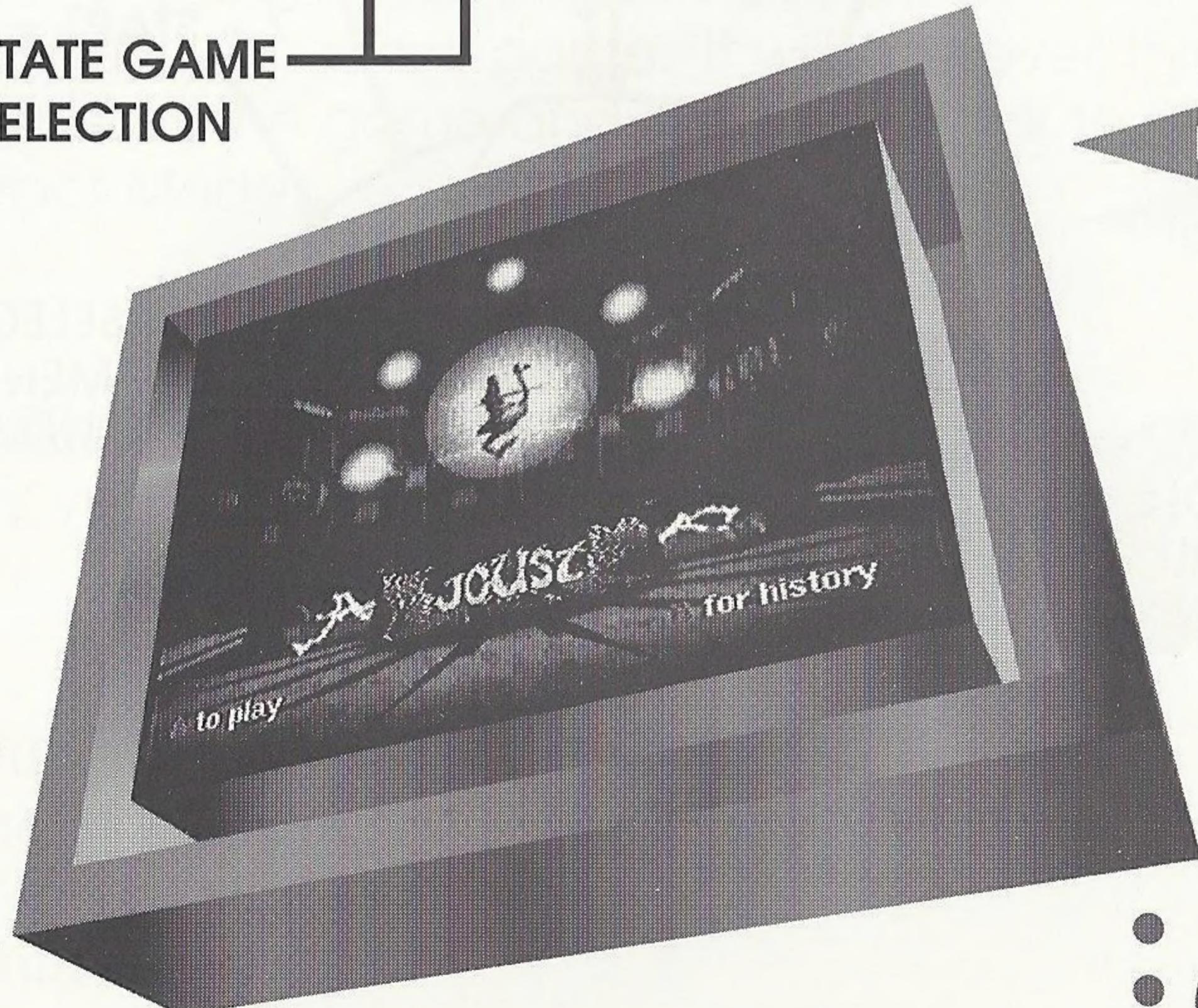
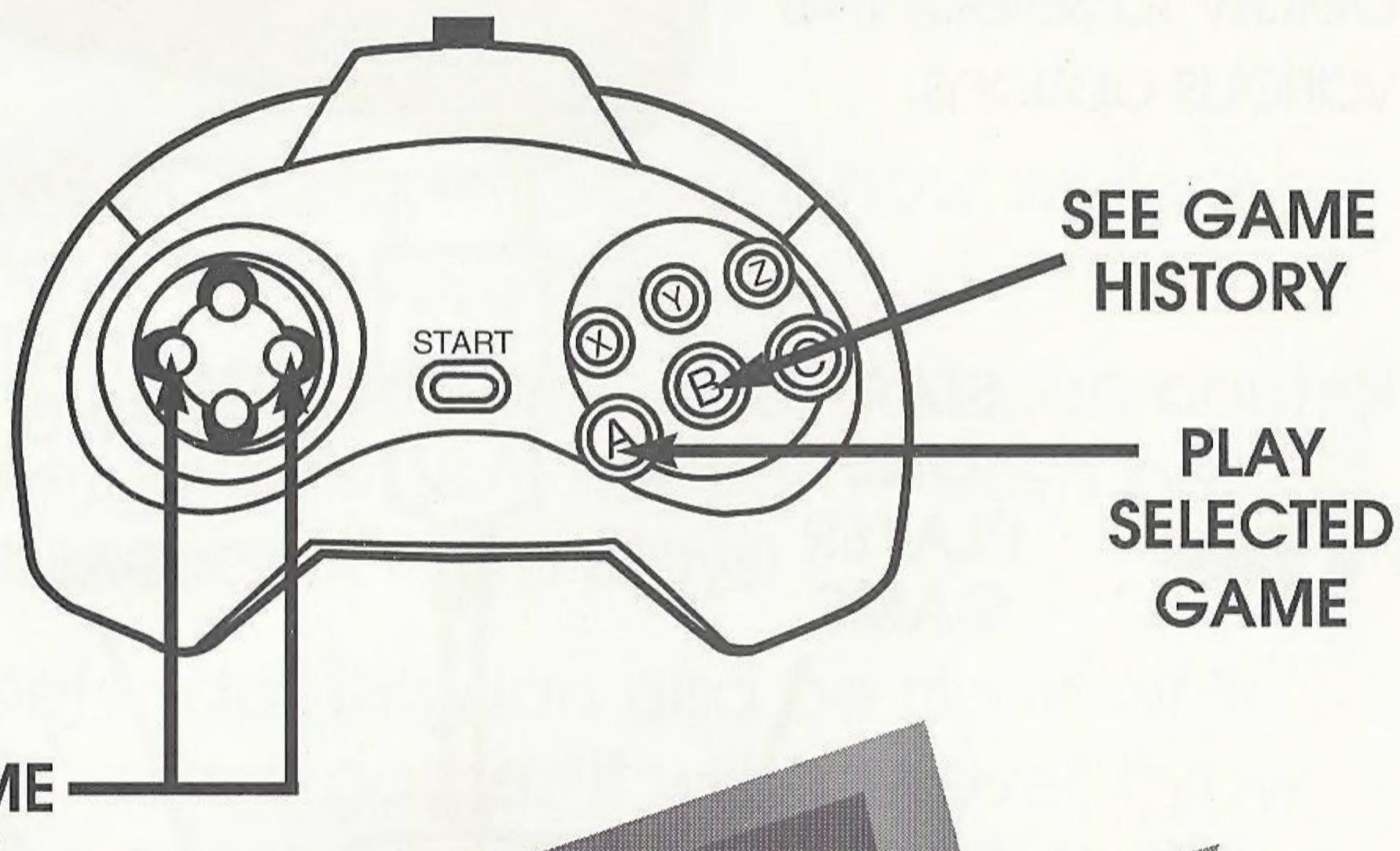
# SETTING UP

1. Set up your Sega Saturn™ Game System according to its instruction manual. Plug in a Control Pad.
2. Insert the *Arcade's Greatest Hits* disc and close the CD door.
3. Turn the Saturn game system On. Following the opening screens, press the **Start Button** to go directly to the Main Menu.



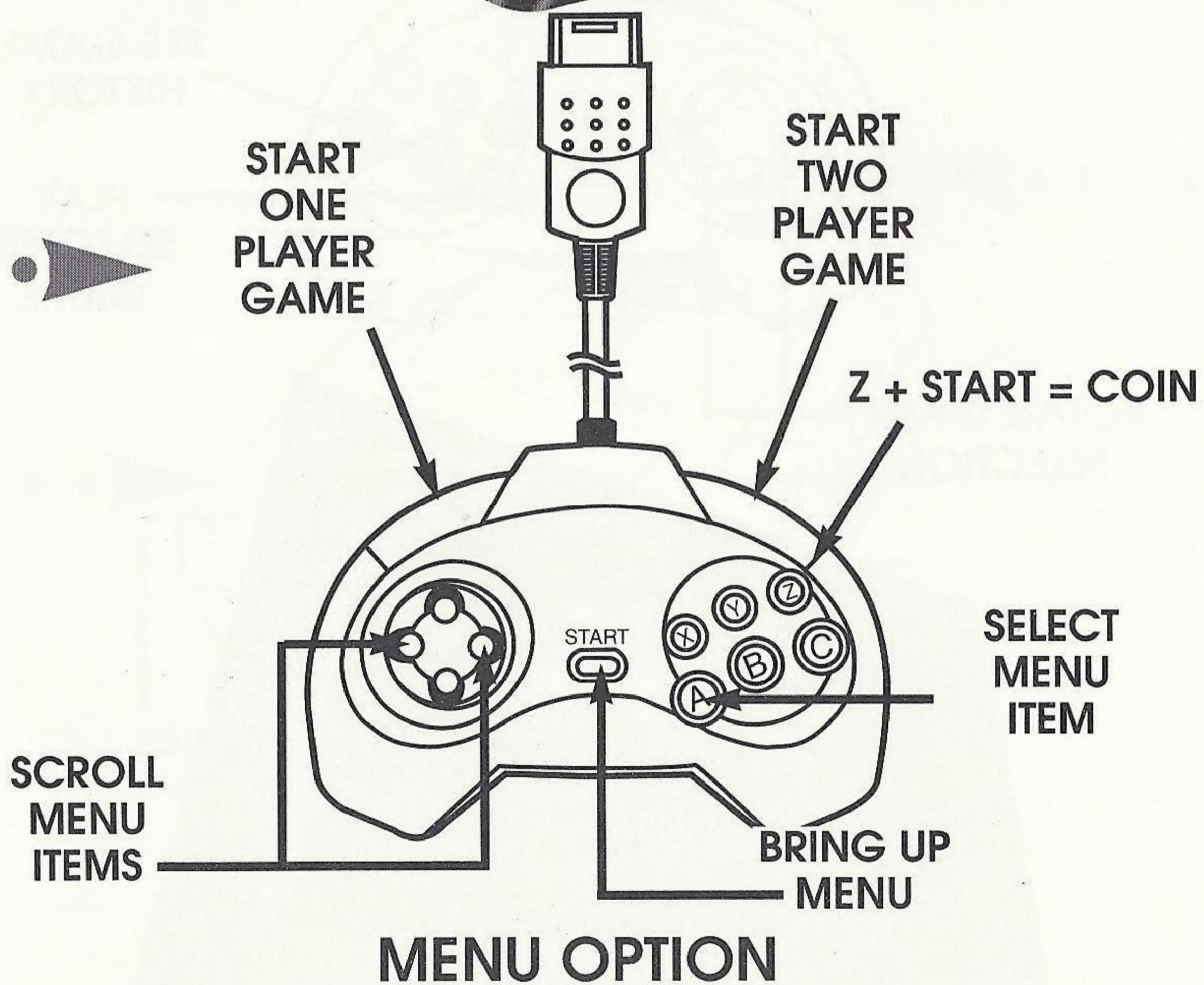
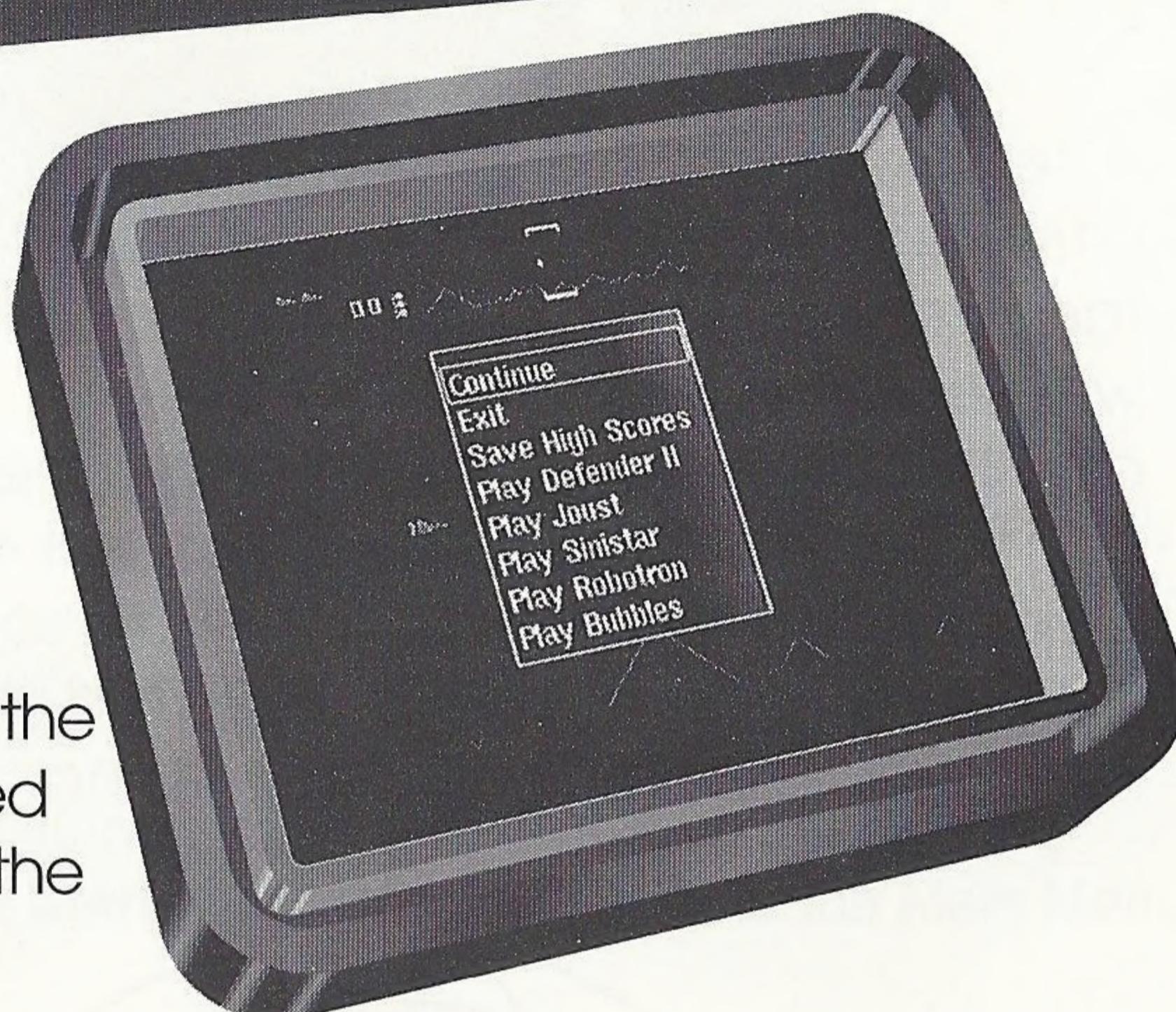
# GAME SELECTION

After the game intro you will be in the Arcade Room, this is where you select which of the classic games you wish to play. Use the controls indicated below to select a game. If you wait a few seconds before selecting a game, a demo of the highlighted game will run. Press **Any Button** to end the demo.



# IN-GAME OPTIONS

- After the game has loaded, use the controls indicated below to select the various options.



## MENU OPTIONS

**CONTINUE**: Select this to continue game play.

**EXIT**: Select this to exit game.

**SAVE HIGH SCORE**: Use this to save scores and settings.

There is also a list of all the other games. You can select one to exit your current game and start a new one.

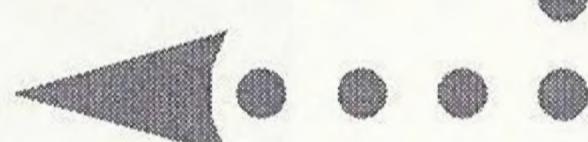
## ORIGINAL GAME CONTROLS

While the game is in Attract Mode, you can press the **Y**, **A** and **START Buttons** together and see special screens previously visible only to Arcade Operators!

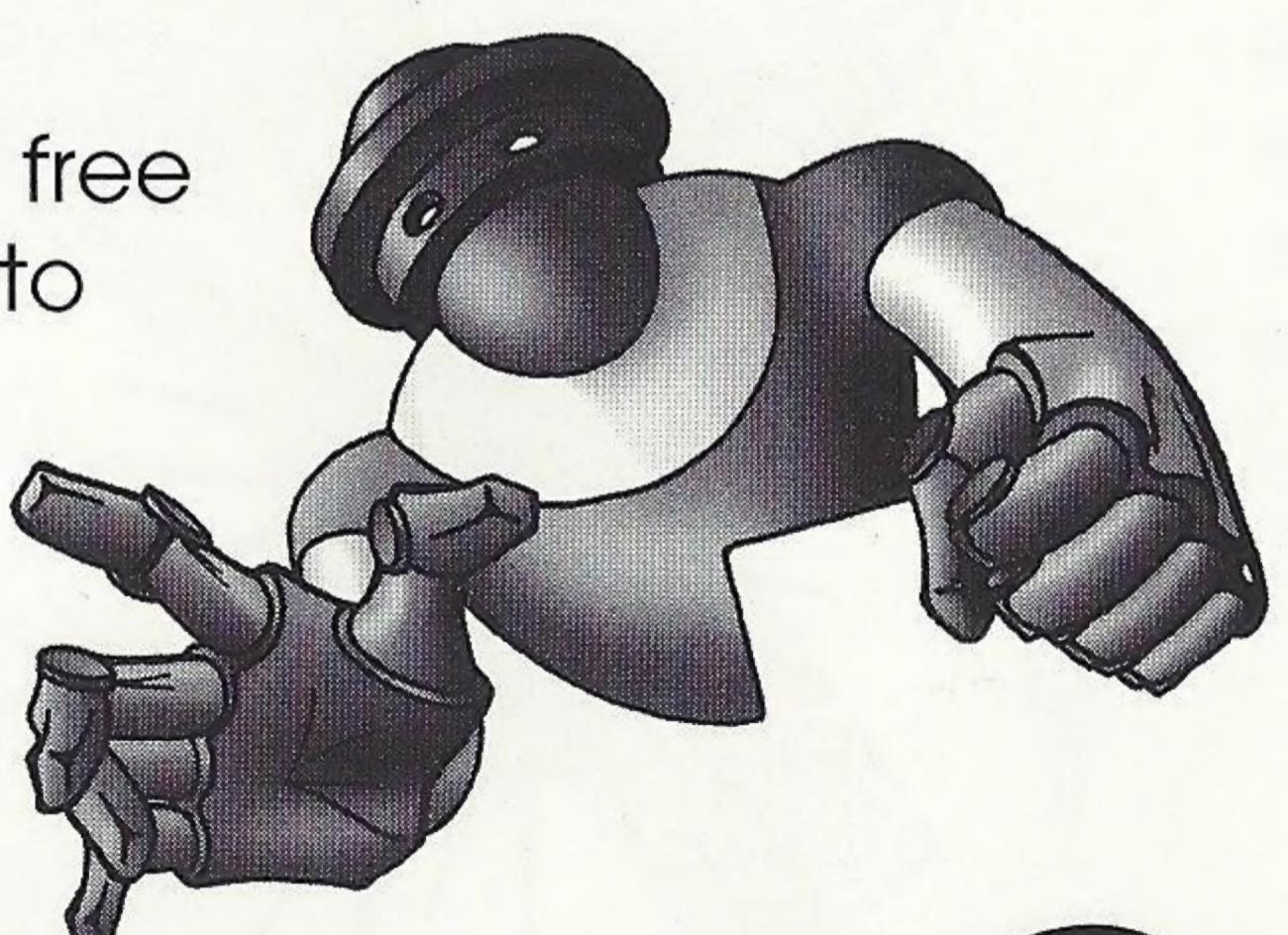
**BOOKKEEPING SCREEN**: Check out how well your customers have been playing!

**GAME ADJUSTMENTS SCREEN**: Here you can control everything from how much the game costs per play to the number of extra plays!

Except for Defender, this can also be done while you are in an active game. It will, however, throw you out of the game and send you back to the Attract Mode.



**REMEMBER**: If you turn off free play, you will not be able to play.



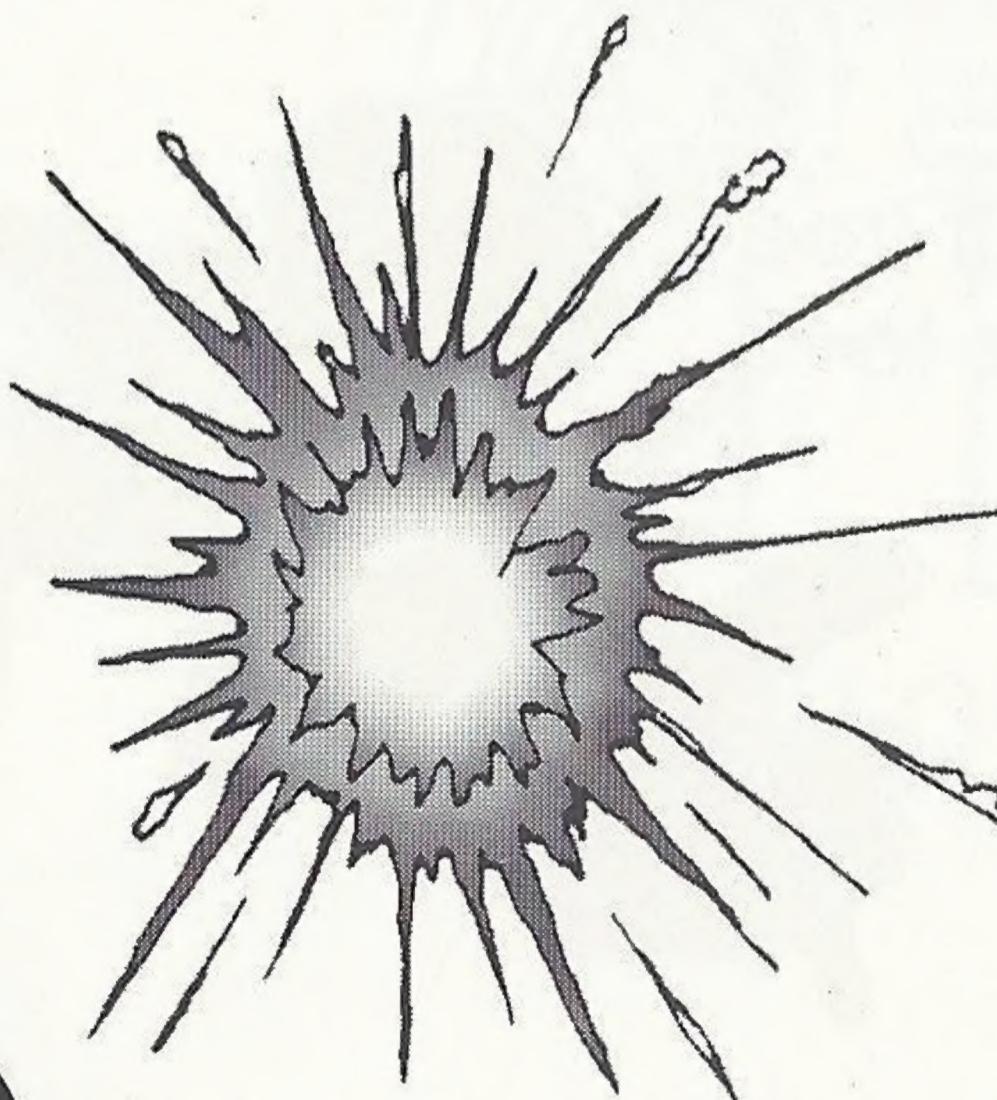
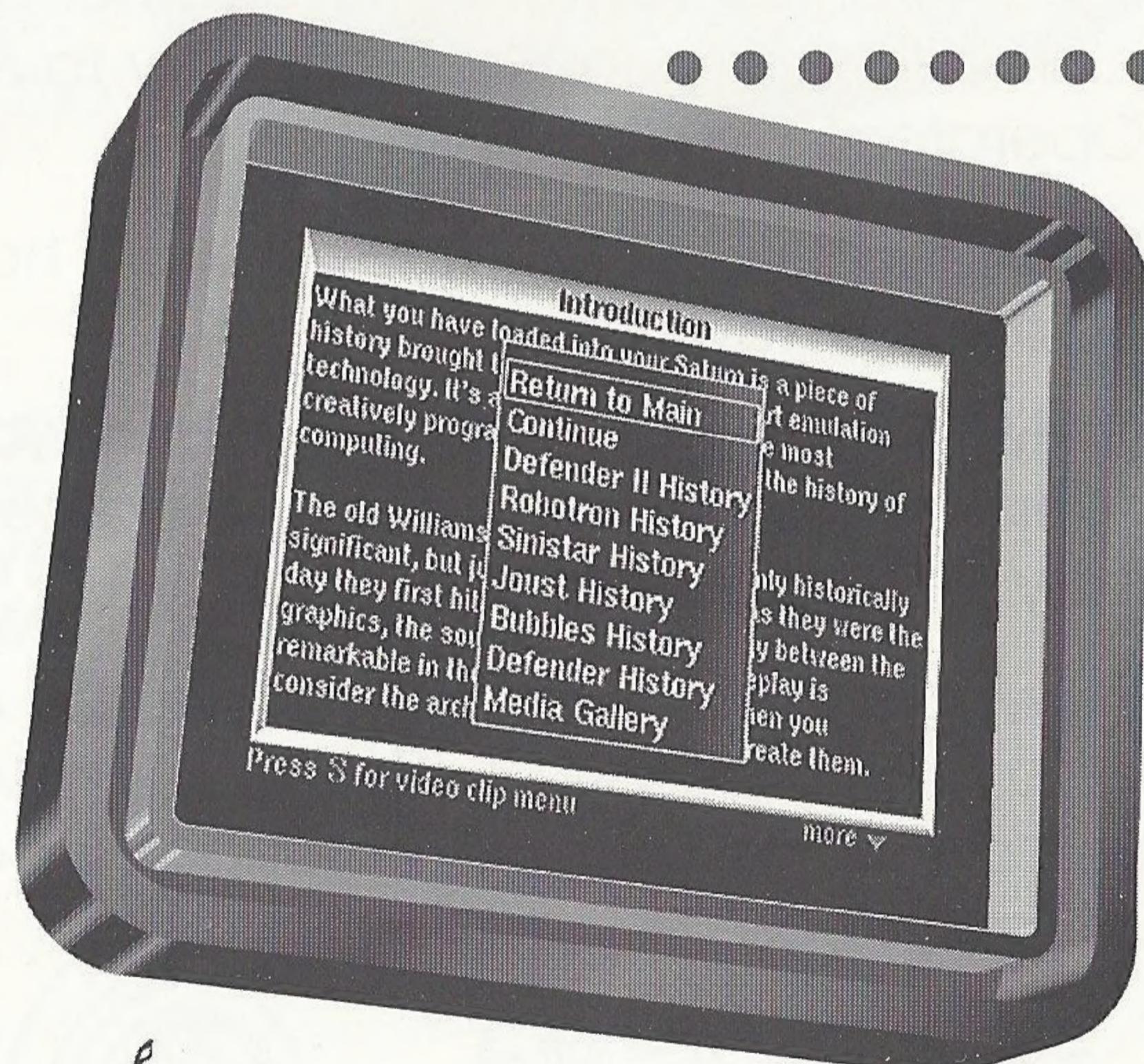
**NOTE**: In all games except Joust, two players must share Controller #1.

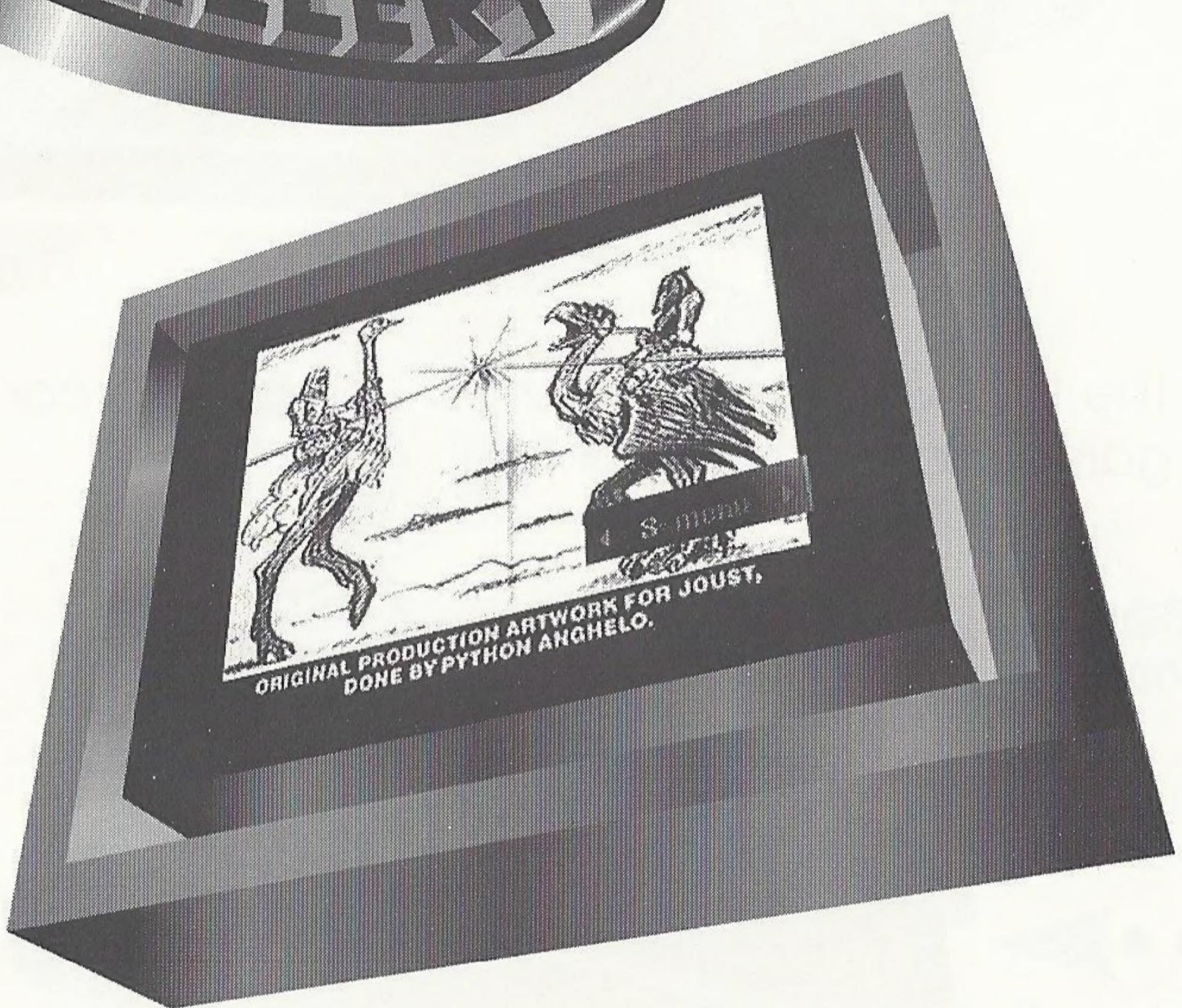
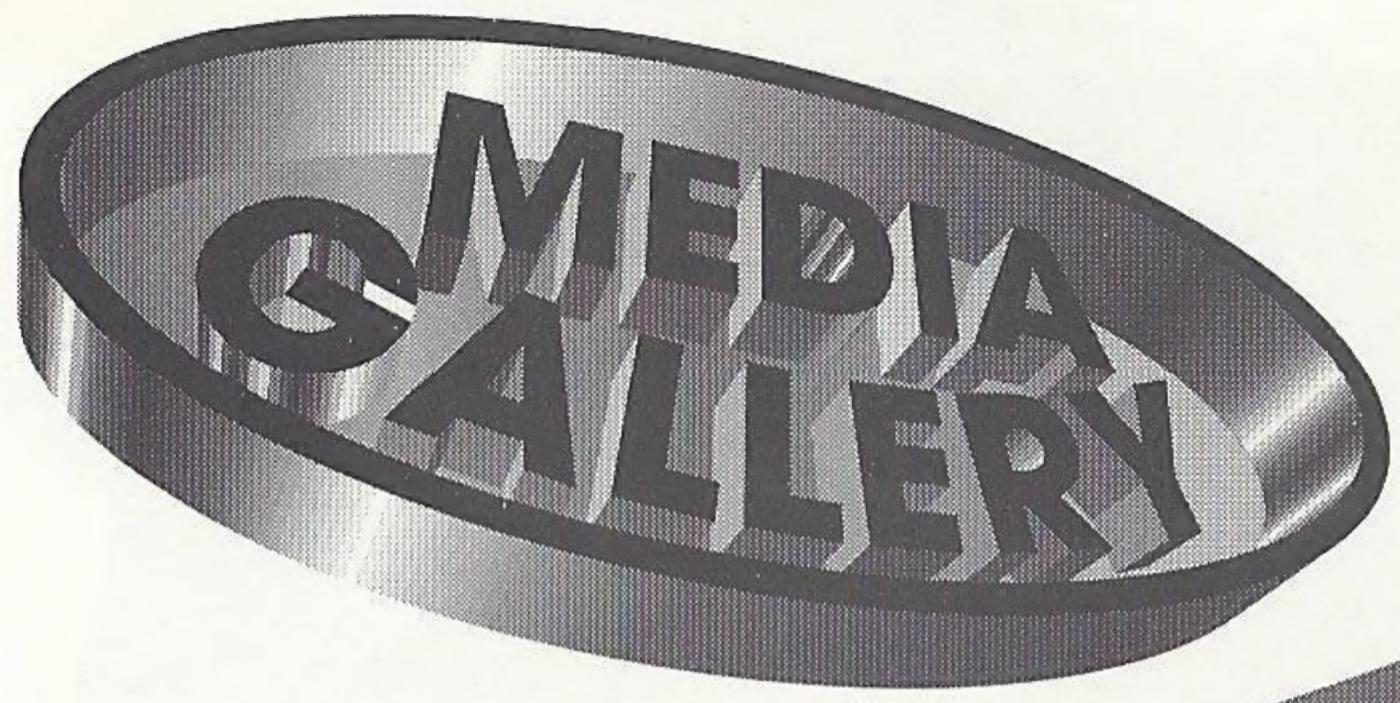


# GAME HISTORY

Ever wonder how these games were developed? Check out Game History and get the real story behind your favorite game! Press **UP** or **DOWN** on the **Control Pad** to scroll through the text. If you press the **START** or **A Button**, a menu will pop up giving you a variety of subjects from which to choose.

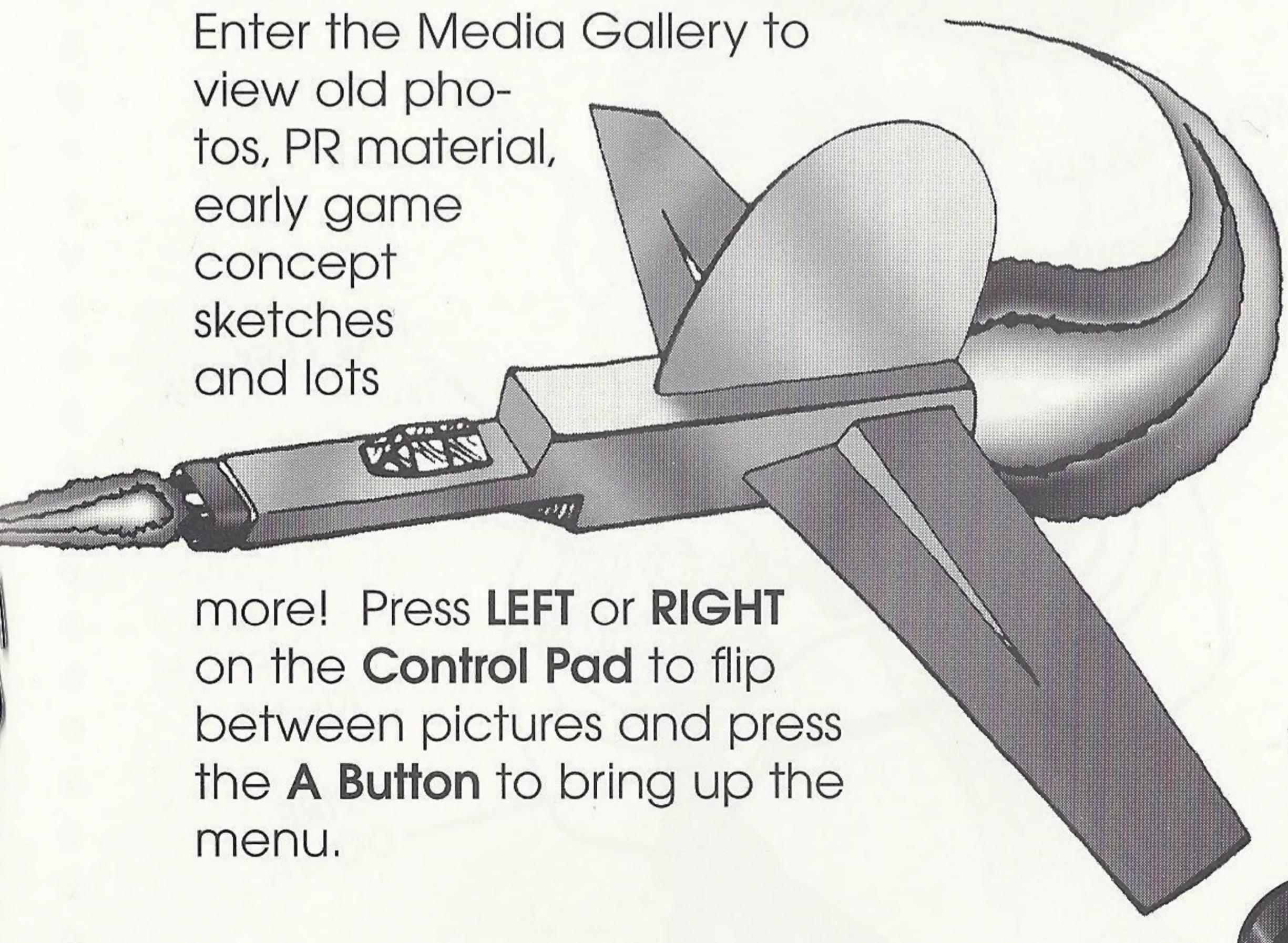
Press **UP** or **DOWN** on the **Control Pad** to change your menu selection and then press **START** or the **A Button** to make a selection.





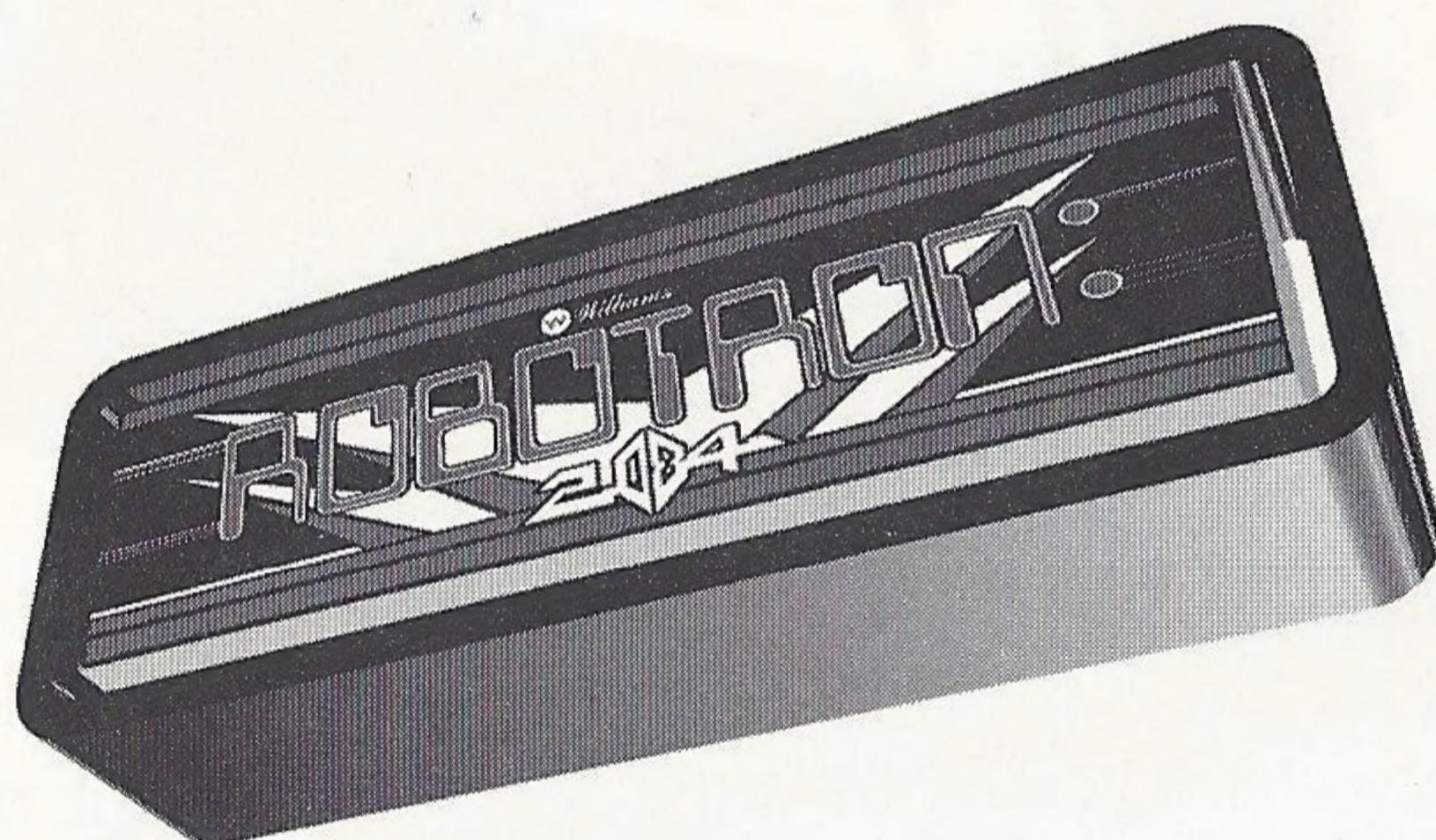
Enter the Media Gallery to view old photos, PR material, early game concept sketches and lots

more! Press **LEFT** or **RIGHT** on the **Control Pad** to flip between pictures and press the **A Button** to bring up the menu.

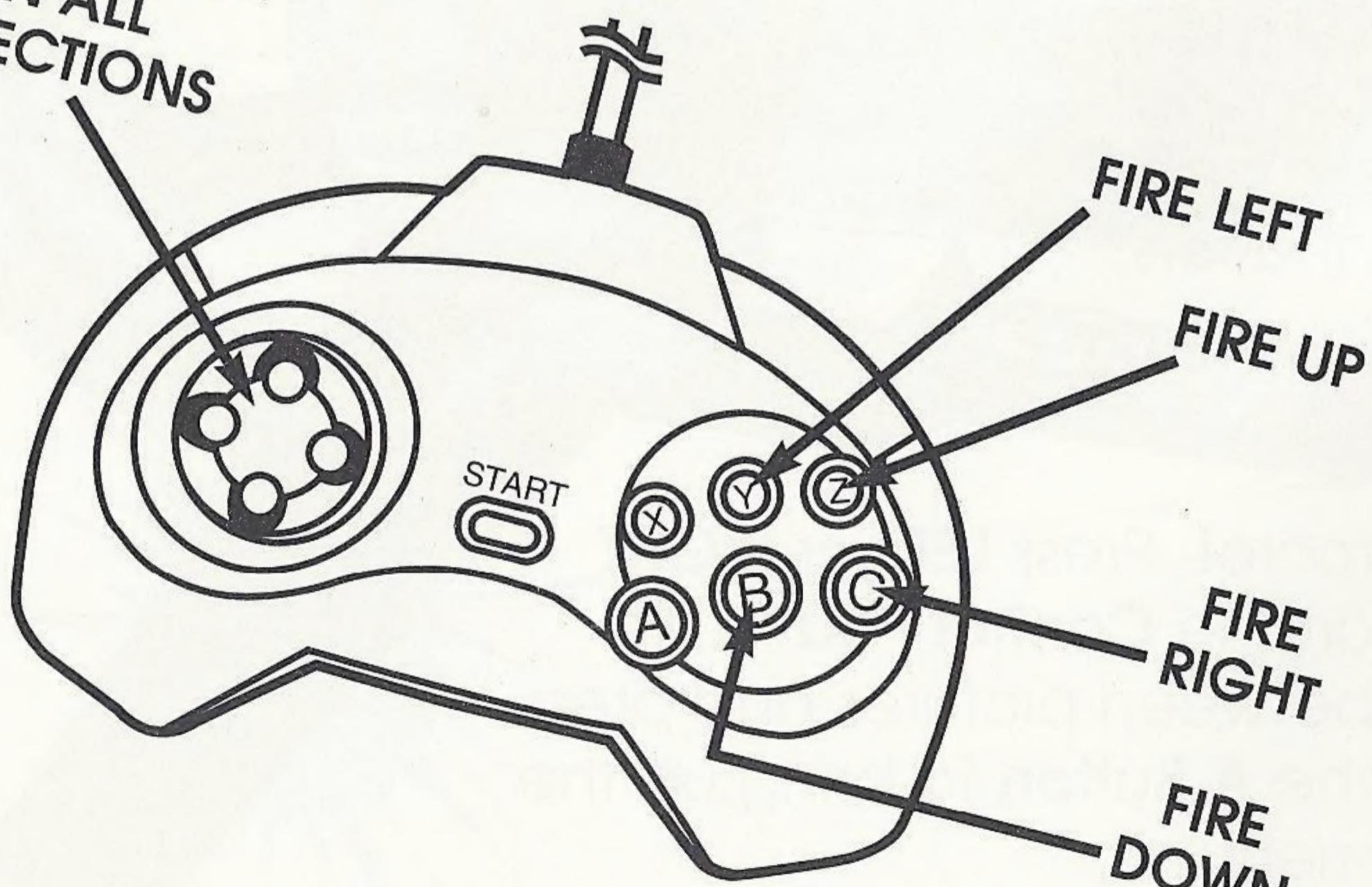


# CONTROLLING THE GAMES!

The following diagrams show you how to control game play for hours of fun!

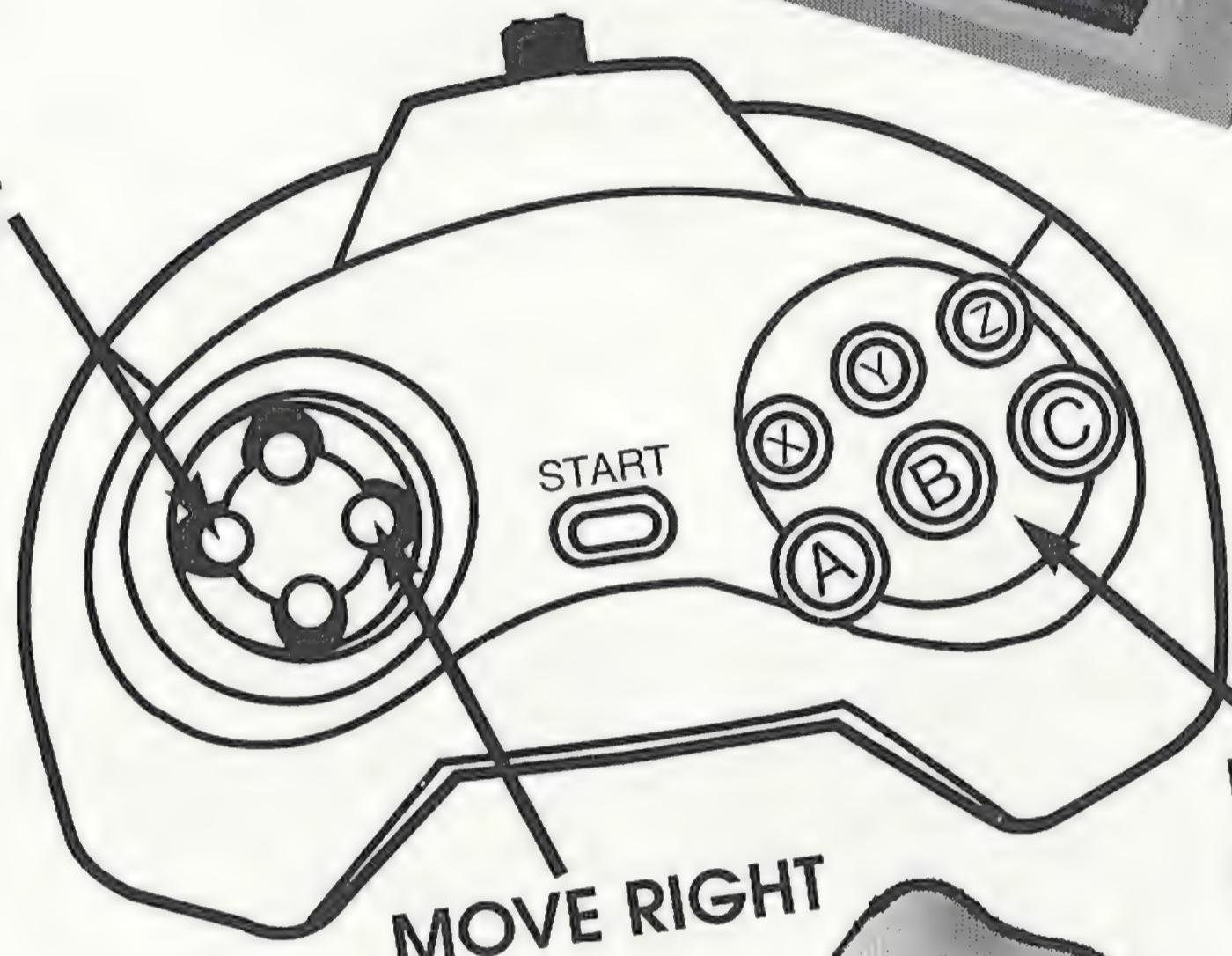


MOVE PLAYER  
IN ALL  
DIRECTIONS



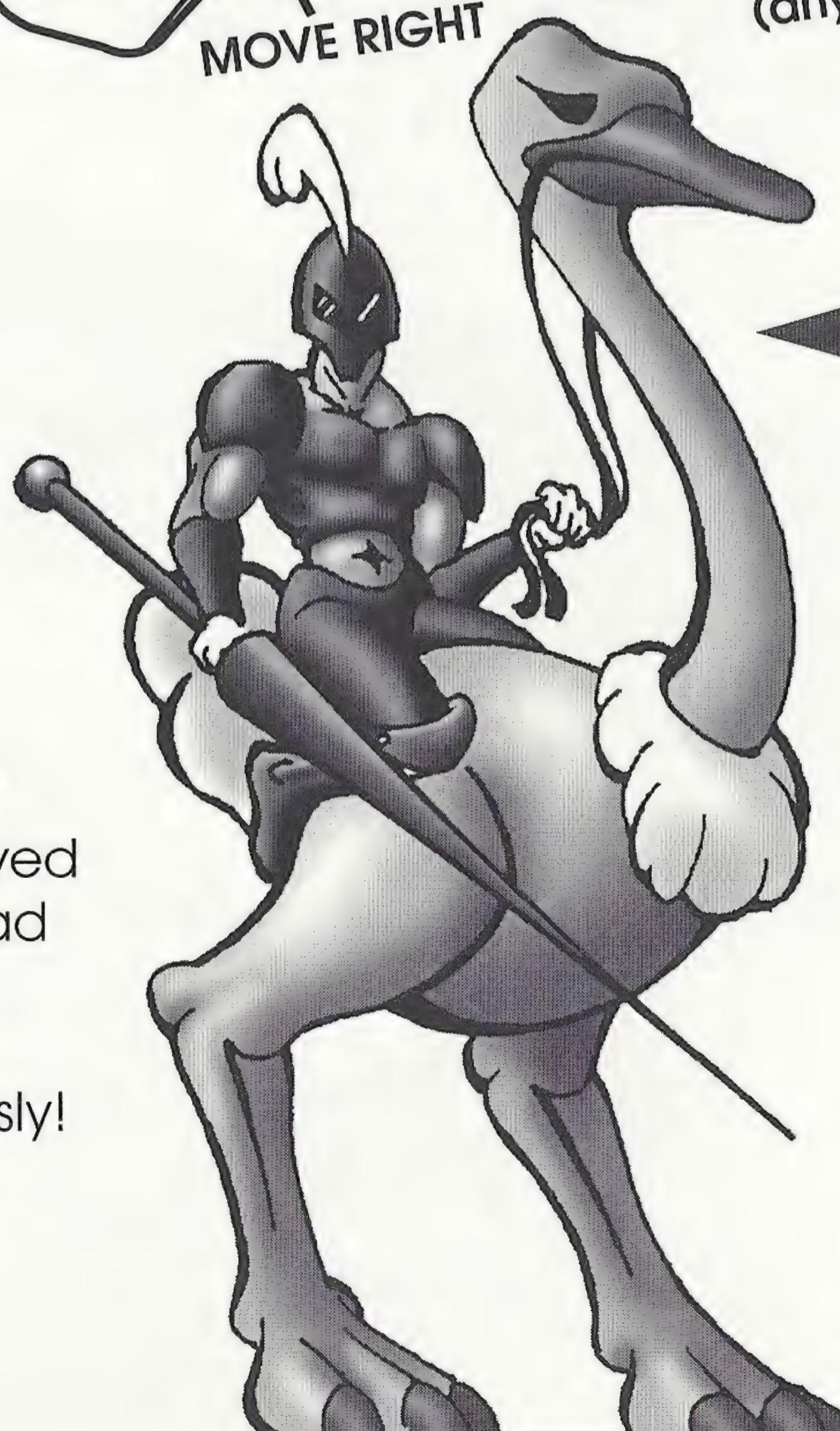


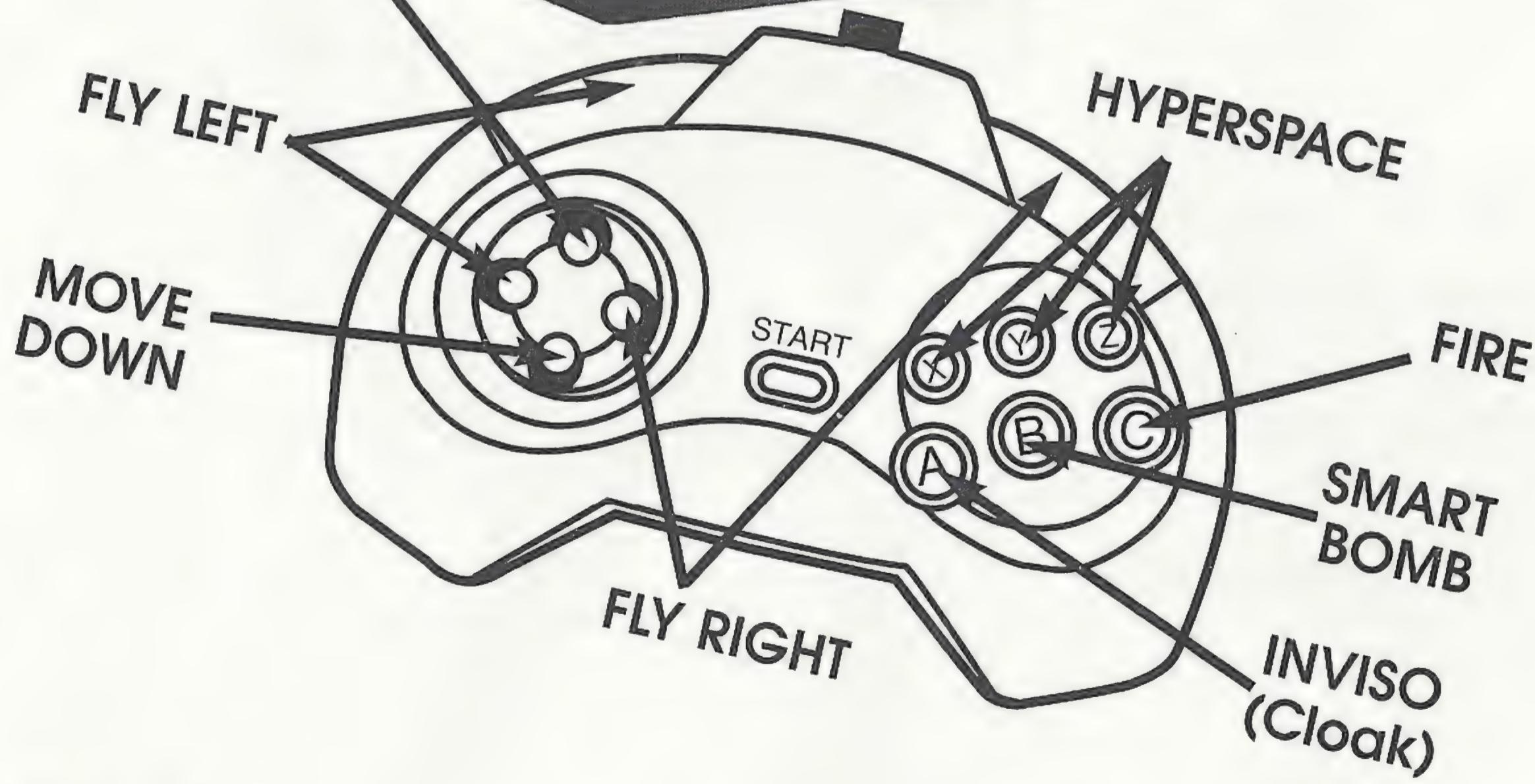
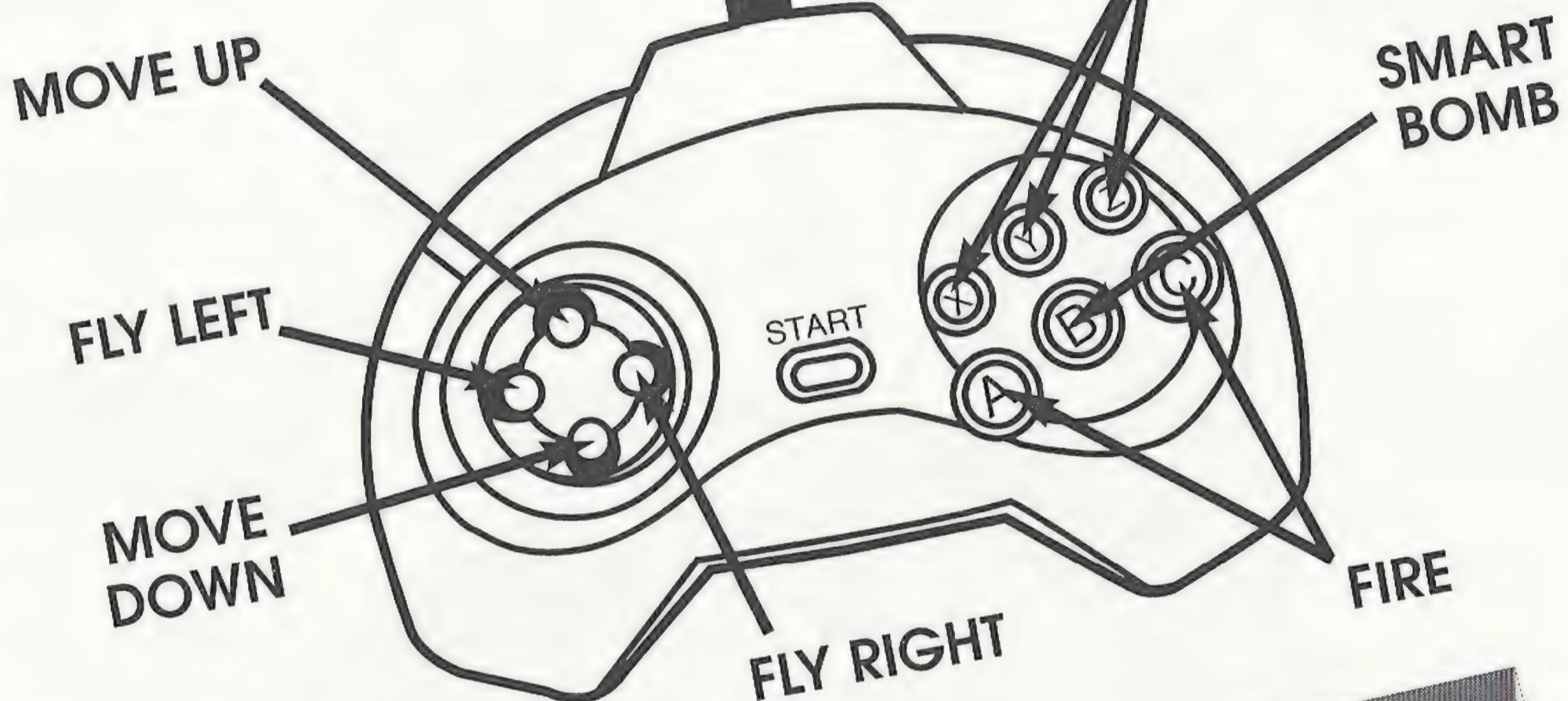
MOVE LEFT

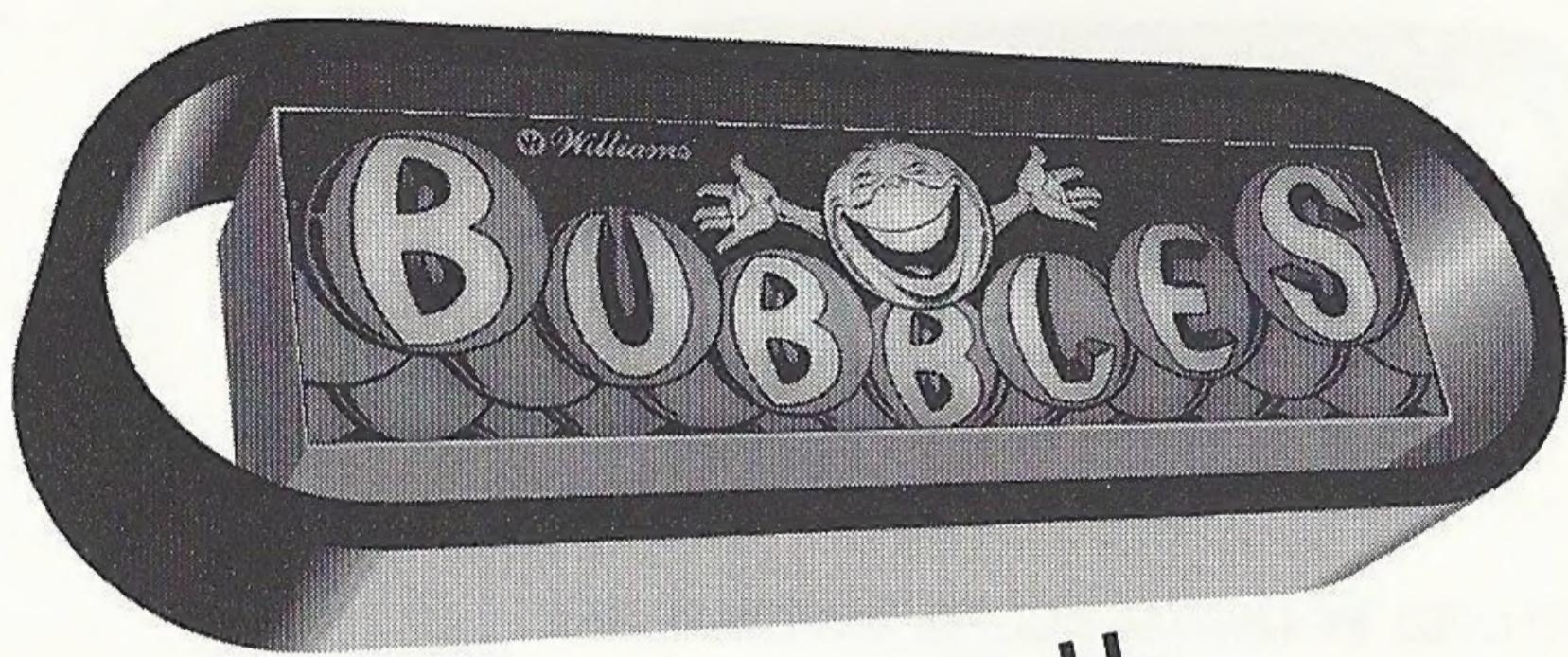


FLAP WINGS  
(any button)

**NOTE:** Joust  
may be played  
head-to-head  
using both  
controllers  
simultaneously!



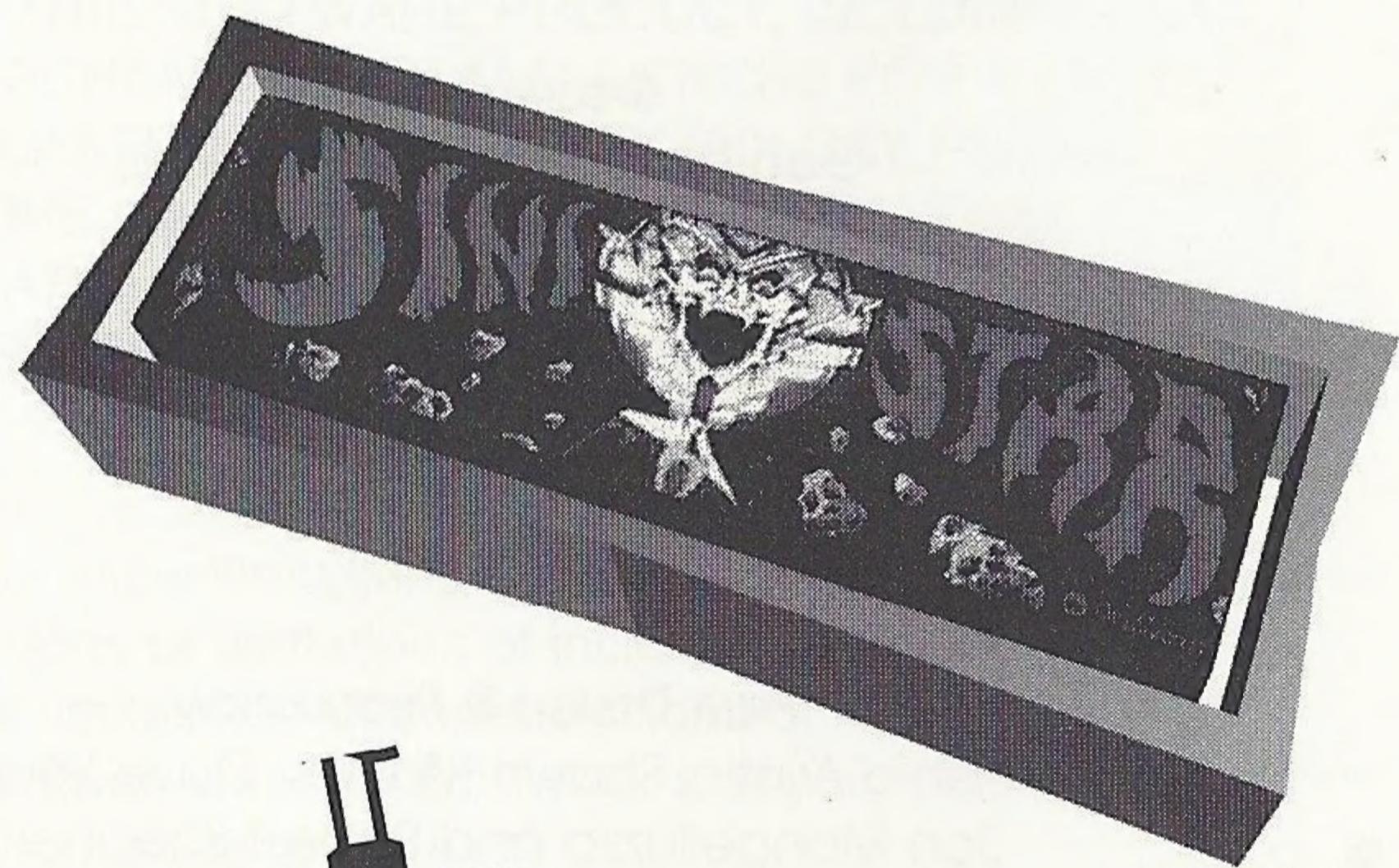




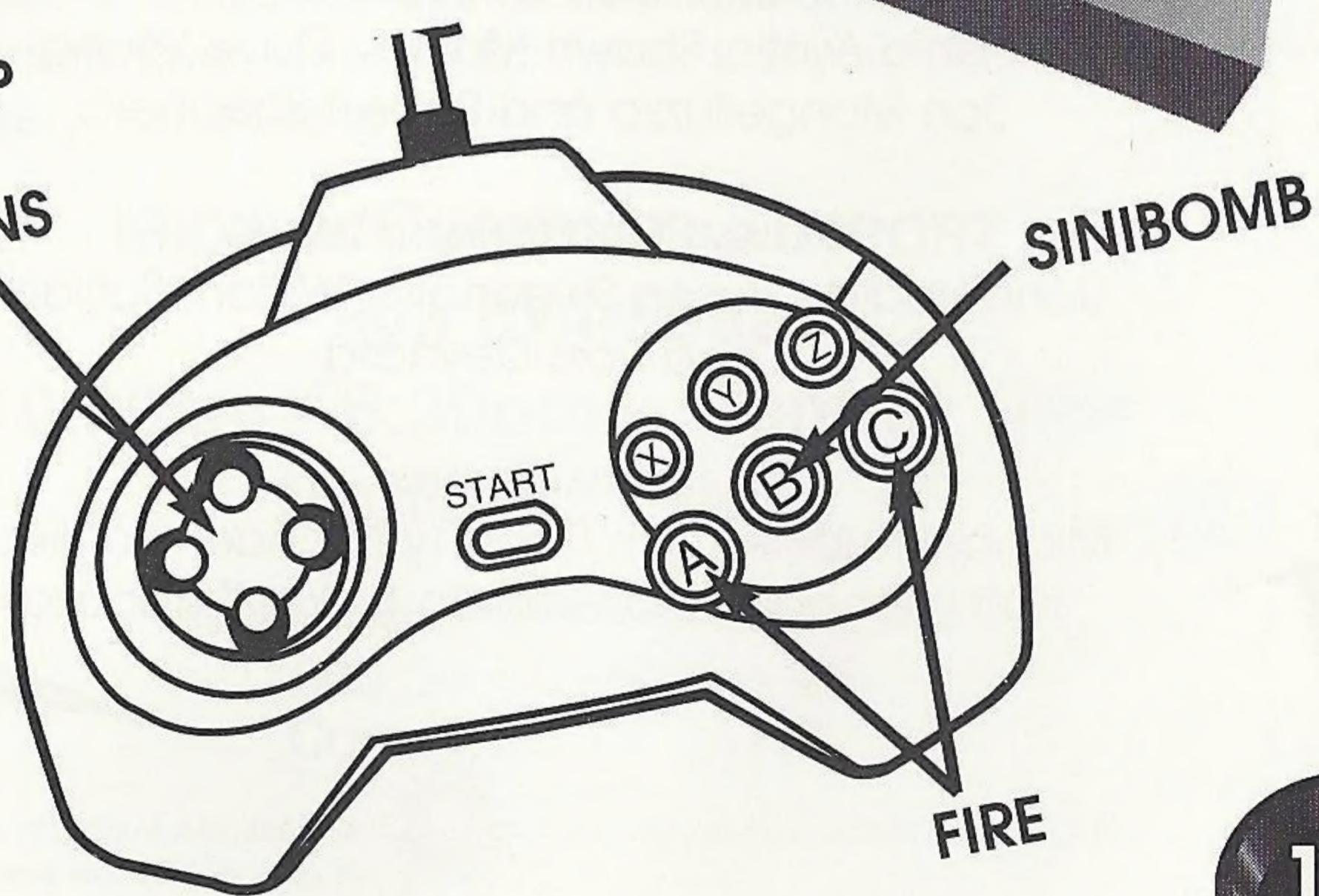
MOVE PLAYER  
IN ALL  
DIRECTIONS



**NOTE:** When not in game play, **UP** will show high scores and **DOWN** will show instructions.



MOVE SHIP  
IN ALL  
DIRECTIONS



# CREDITS

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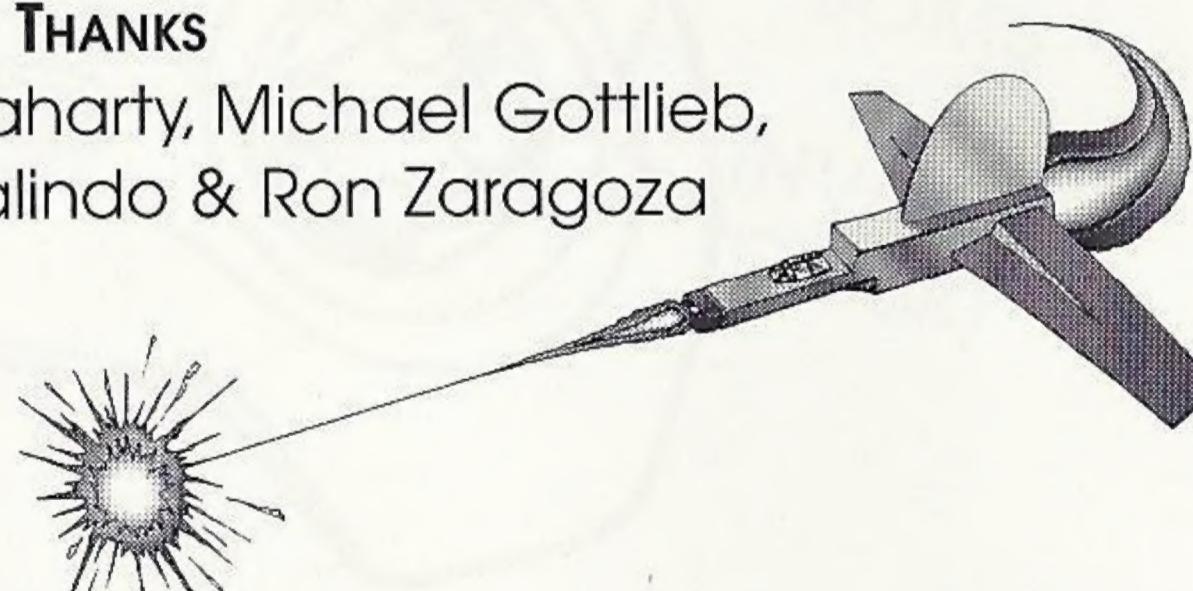
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Patents: U.S. Nos. 5,371,792/4,442,486/4,454,594/4,462,076 Europe Nos. 80244; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999

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